

B<sup>3</sup>  
Concl.  
a region storing an image display program for causing a video game device to implement processing for displaying an image of a player character corresponding to any one of said plurality of operational modes together with images of non-player characters with both the images of the player and the non-player characters kept unchanged, simultaneously with any one of said background images, processing for restricting the switching of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes, and processing for switching said background images from one to another in response to manipulation of an input device of the video game device after the completion of the predetermined particular operational mode.

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7. (Amended) A storage medium storing a game program incorporating an image display program, the image display program comprising the steps of :

predetermining a plurality of operational modes which are assigned to a player character, and preparing an image corresponding to each operational mode;

B<sup>4</sup>  
displaying an image of the player character corresponding to any one of said plurality of operational modes together with images of non-player characters with both the images of the player and the non-player characters kept unchanged, simultaneously with any one of background images that display scenes adjacent to each other in location;

restricting changing of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes; and

switching said background images from one to another in response to manipulation of an input device of the video game device after the completion of the predetermined particular operational mode.

8. (Amended) An optical disk storing a game program incorporating an image display program, the image display program comprising the steps of :

predetermining a plurality of operational modes which are assigned to a player character, and preparing an image corresponding to each operational mode;

displaying an image of the player character corresponding to any one of said plurality of operational modes together with images of non-player characters with both the images of the player and the non-player characters kept unchanged, simultaneously with any one of background images that display scenes adjacent to each other in location;

restricting changing of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes; and

switching said background images from one to another in response to manipulation of an input device of the video game device after the completion of the predetermined particular operational mode.

9. (Amended) A video game device internally comprising the storage medium storing a game program incorporating an image display program, the image display program comprising the steps of :

predetermining a plurality of operational modes which are assigned to a player character, and preparing an image corresponding to each operational mode;

displaying an image of a player character corresponding to any one of said plurality of operational modes together with images of non-player characters with both the images of the

player and the non-player characters kept unchanged, simultaneously with any one of background images that display scenes adjacent to each other in location;

B4  
concl. restricting changing of said background images from the start until the completion of a predetermined particular operational mode of said plurality of operational modes; and

switching said background images from one to another in response to manipulation of an input device of the video game device after the completion of the predetermined particular operational mode.

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